

## **METHOD AND SYSTEM FOR REMOTE CONTROL OF A LOCAL SYSTEM**

### **CROSS-REFERENCE TO RELATED APPLICATION**

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This patent document is a Continuation of United States Patent Application Serial No. 09/430,464, filed October 29, 1999, for METHOD AND SYSTEM FOR REMOTE CONTROL  
*now U.S. Patent No. 6,675,193,*  
OF A LOCAL SYSTEM, which is incorporated herein by reference in its entirety.

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### **BACKGROUND OF THE INVENTION**

#### **1. Field of the Invention**

This invention relates generally to data processing systems and, more particularly, to a method and system for accessing remote computer systems and operating at least one particular instance of a program running on the local computer on the remote computer system.

#### **2. Background Information**

Many programs are currently implemented in object-oriented programming languages, such as the C++ programming language. The display icons that represent data or resources are typically representations of data structures called objects, which encapsulate attributes and behaviors. Objects are specified by definitions, called classes, that specify the attributes and behaviors of the particular objects, which are termed "instantiations" of the class definitions. The reference Budd, T., "An Introduction to Object-Oriented Programming," Addison-Wesley Publishing Co., Inc. 1991, provides an introduction to object-oriented concepts and terminology.

Object-oriented programming languages make it easier for system programmers to implement the Graphical User Interface (GUI) concepts of icons and lists. For example, if the GUI icons are represented as object-oriented programming objects, the GUI program can be written so that the status of the icon is continuously updated. In this way, it is relatively simple for the GUI program to be written so that the icons can be selected with the graphical user input device and moved about on the computer system display as desired.